



Filly League Rules 2014

Grades 5 & 6

U.G.S.A. Rules

- Time Limit-1 hour 15 minutes or 6 Innings.
- **Mercy Rules:** 15 runs after three innings, 12 runs after four innings and 8 runs after five innings.
- If the game is called for weather or other reasons, the team ahead is declared the winner if 4 or more equal innings have been completed.
- A batter may not advance on a dropped third strike.
- **NO** infield fly rule.
- Any Filly player, who receives a base on balls, may advance beyond first base at her own risk. They will be declared out, however, if they stop between bases while the pitcher is holding the ball within the 8-ft. radius circle.
- The base runners shall not leave their bases until the ball reaches the batter. Any runners that leave too early will be called out. The pitched ball then becomes a dead ball.
- We encourage all players to slide to avoid collisions and contact. If a player does not slide and the umpire feels that interference occurred as a result of such conduct, the runner is out.
- A chin strap must be worn and fastened on all helmets. All helmets must have a face mask that meets national safety standards.
- Pitching distance will be 35 feet.
- No metal cleats allowed.

Lehi Softball Rules

- There will be an 8 run offensive limit. The last play will be live. This will allow more than 8 runs to be scored. Once the play is completed teams will switch. When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker. During the regular season there will only be one (1) extra inning played.
- No automatic out will be in effect if there are 8 or more players (7 players would constitute one automatic out)
- All players will bat regardless of whether or not they play in the field.
- The **SECOND TEAM** listed on the schedule will be the Home Team and will have last at-bat. The Home Team will take the 3rd base dugout.
- No new inning will begin after 70 minutes.
- Keep it positive, keep it fun!

